

HSIN-AI CHEN

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Education

University of California, Davis

M.S. in Computer Science

Sep. 2024 – Jun. 2026 (exp.)

Davis, CA, United States

National Tsing Hua University

B.S. in Computer Science, Minor in Arts and Design

Sep. 2019 – Jun. 2024

Hsinchu, Taiwan

Working Experience

Industrial Technology Research Institute (ITRI)

Software Engineer Intern

Jan. 2023 – Aug. 2023

Hsinchu, Taiwan

- Developed an online interactive store leveraging virtual reality and augmented reality technologies, allowing customers to virtually assess the suitability of home appliances in their living space.
- Implemented the NeRF model to construct high-quality 3D models, allowing small and medium-sized companies to create online shops without significant financial investment in modeling resources.
- Reduced manual monitoring time by 90% through automating the company's AI training system and JIRA issue creation using Selenium.

Sanyutang Company

Full Stack Developer Intern

Sep. 2021 – Jun. 2022

Hsinchu, Taiwan

- Designed and launched an official dynamic shopping website with a user-friendly interface and multi-language support. This led to improved user experience and increased customer retention.
- Increased customer acquisition by 60% through implementing an online payment gateway, expanding market reach for independent online stores and overcoming e-commerce constraints.

Selected Projects

Start-up: RouteRabbit - An interactive map as social media

Jun. 2023 - Jun. 2024

- Designed and structured an engaging mobile application interface tailored to French residents, facilitating seamless access to real-time transportation data, comprehensive travel planning features, and a dynamic social platform fostering the exchange of travel insights and experiences within the community.

DappChef: A Smart Contract Development Learning platform

Jan. 2023 - Jul. 2023

- Developed a website similar to Leetcode, focused on helping users practice creating their own smart contracts and minting NFTs upon completing exercises related to various topics.

Publications

[1] **Tell Me How You Play: Exploring Ways to Enhance the Gaming Experience in Asymmetric Multiplayer VR Games through Affective State Visualization**

Hsin-Ai Chen, Yu-Ting Peng, Yan-Ming Chen et al., UbiComp Posters 2024

[2] **Interactive Interface to Facilitate Therapist Discussions Concerning Drug Cues and Biofeedback in Virtual Reality**

Hung-Wen Lin, Hsin-Ai Chen, Yan-Ming Chen et al., CSCW Demos 2024

[3] **Toward Understanding the Impact of Visualized Focus Levels in Virtual Reality on User Presence and Experience**

Chuang-Wen You, Hsin-Ai Chen, Pin-Chieh Chen et al., MobileHCI Papers 2024

Skills

Programming Python, C/C++, C#, HTML, CSS, JavaScript, Verilog, Golang

Framework React, Django, Next.js, D3.js

Technologies Git, Selenium, AWS, JIRA, Firebase, Unity, Unreal Engine

DCC Figma, Adobe Photoshop, Adobe After Effects, Rhino3D, Blender, ZBrush, Maya